

WELLESLEY RECREATION



Something for Everyone

WELLESLEY RECREATION

WINGS 2017



WINGS is held at **SPRAGUE SCHOOL** located at 401 School St. Wellesley MA
Register online at www.wellesleyma.gov/recreation

REGISTRATION AND PROGRAM INFORMATION

www.wellesleyma.gov/recreation

The Wellesley Recreation Department provides online program registration. Online registration spaces will be limited, which will allow those who do not have access to the system to register using other methods. We HIGHLY recommend that you sign in to the online system a few days before registration to make sure that your account is working properly. You will need a username and password in order to utilize the online program registration system. Call the Recreation Office during regular office hours (M-F, 8:30am-4:30pm) to receive your username and password.

Registration Date & Start Time
4/11/17 @ 8:00am

ONLINE AND IN OFFICE
781.235.2370

THE WINGS PROGRAM IS ONLY AVAILABLE TO WELLESLEY RESIDENTS

PROGRAM COORDINATORS

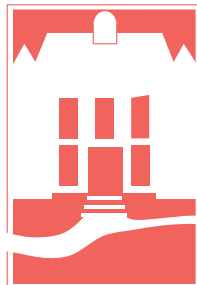
Astrid Mazariegos is on the on-site program coordinator for WINGS.

Chad Norton is the contact person for the Wellesley Recreation Department.

QUESTIONS?

Any concerns or questions can be sent to wings@wellesleyps.org or cnorton@wellesleyma.gov. We will do our best to respond to them in a timely manner.

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GENERAL INFORMATION

The WINGS program runs at Sprague School in Wellesley which is located at 401 School St.

SCHEDULE

AM Session will run from 8:30 am - 11:30am

Lunch: Students attending both the morning and afternoon sessions will have lunch followed by a short recess inside or outside weather permitting

PM Session will run from 12:00 - 3:00pm

DROP OFF AND PICK UP

Adults must accompany their child to the first class each day.

Students leaving at the end of the AM session should be picked up at 11:30am on the sidewalk in front of the school where they will be waiting with their teachers.

Students leaving at the end of the PM session should be picked up promptly at 3:00pm on the sidewalk in front of the school where they will be waiting with their teachers.

You may use the LIVE car line or park in the large parking lot and walk to meet your child. PLEASE do not attempt to park in the semi-circle.

ALTERNATE TRANSPORTATION

If you are not planning to personally pick up your child, please let us know in writing who will be responsible for transporting your child that day and give the information to the Director on site. We will notify your child's dismissal teacher

MEDICAL ISSUES

If you have medical concerns about your child, please plan to meet with the WINGS nurse to give her information and/or medications. Please be sure to bring all the necessary documentation with you on the first day your child attends. Children entering Kindergarten will need to provide a health physical and immunization records as well.

COST OF PROGRAMS

**CLASSES COST \$165 EACH
PER AM OR PM SESSION**

Scratch

322554

(Entering Grades 3 - 5)

Instructor: Barbara Crane

Scratch is a computer programming application, developed by the MIT Media Lab, which allows users to create and share their own interactive stories, animations and games. It is easier to use than traditional programming languages, as it consists of graphical blocks which snap together. By thinking logically and communicating clearly with the computer, students will explore and create projects which support the concepts of problem solving. Collaboration is stressed, as we cover various concepts in algebra, number, shape and space, and measurement and data. These ideas are included in creative ways as the student builds and designs. Elements of understanding in creating video games are investigated.

S#	Time	Date
01	12 - 3 pm	Jul 31 - Aug 3

Habitats

322553

(Entering Grades K - 2)

Instructor: Holly Holmes

What is a Habitat? Using scientific observation skills, explore the nearby forest, woods and fields habitats. Learn what creatures live in each habitat and how these creatures have adapted. Do different creatures have different needs? We will also draw pictures of our discoveries.

S#	Time	Date
01	12 - 3 pm	Jul 31 - Aug 3

Printing Fun

322550

(Entering Grades K - 5)

Instructor: Allison Nutting

Create a drawing and learn to make many copies of it in different colors. Learn how to carve into Styrofoam and apply ink to the raised surface before printing. Try printing on top of a painting!

S#	Grade	Time	Date
01	3 - 5	8:30 - 11:30 am	Jul 31 - Aug 3
02	K - 2	12 - 3 pm	Jul 31 - Aug 3

Green Power

322552

(Entering Grades 3 - 5)

Instructor: Right Brain Curriculum

In this debate and social studies program, students discover that they have just been named the new Director of the EPA (Environmental Protection Agency)! As they are briefed on clean water laws, pollution, car pool lanes, endangered species, overpopulation and other environmental issues, students will begin to prepare a report and presentation to the President, outlining the EPA's new policy in each area. Debating skills will also be featured in Green Power!, as students debate each environmental issue alternating between arguing their own point of view and being asked to represent a given stance. They will also receive "reports from the field," fictitious letters from citizens in which challenging environmental problems are raised for the consideration of the EPA Director (for instance, there is an endangered species living where a \$100 million factory is going to be constructed. Should construction be halted? Our students will be challenged to think critically and creatively in this informative and contemporary class.

S#	Time	Date
01	12 - 3 pm	Jul 31 - Aug 3

Dig Big

322551

(Entering Grades K - 5)

Instructor: Wicked Cool for Kids

Paleontologist? Geologist? Archeologist? You'll dig our biggest "in the dirt" week yet. Unearth the secrets of ancient Egypt to see how Pharaohs were buried and then make your own mini mummies. Create colossal fossils and learn about your favorite dinosaurs as we travel back in time. Dig up a cool crystal collection to take home as you excavate Earth's buried treasures.

S#	Time	Date
01	8:30 - 11:30 am	Jul 31 - Aug 3

Business Sharks

322548

(Entering Grades 3 - 5)

Instructor: Right Brain Curriculum

In our Business Sharks class, students play the role of young entrepreneurs as they start with the germ of an idea for a product and business and take it through the entire entrepreneurial process. Our students develop prototypes, formulate a business plan and devise a marketing strategy. Meanwhile, students learn through contextual lessons on concepts such as wages, profits and branding while designing print ads, acting out "TV commercials," "researching real estate locations and designing their storefronts. The class concludes with our young executives pitching their ideas to a group of parents and teachers. These sharks will really be taking care of business!

S#	Time	Date
01	8:30 - 11:30 am	Jul 31 - Aug 3

Petite Artist

322555

(Entering Grades 1 - 2)

Instructor: Michelle Theodore

Are you an experienced painter, craft connoisseur, or just looking to express your creativity in a colorful and engaging way? This class allows you to use acrylic paints on things like canvas and stones. We will focus on the use of color with animals and nature. Enjoy learning how to express your love for color.

S#	Time	Date
01	12 - 3 pm	Jul 31 - Aug 3

Intro to Theater

322549

(Entering Grades 1 - 4)

Instructor: Cindy Wright

An introduction to the wonderful world of theater! The children will be assigned equitable roles to play; through character development, improvisation and scripted dialogue, they will bring a story to life. They will also help to gather and / or make simple props to use. Costumes and other props will be provided by the instructor. Family and friends are invited attend an informal performance at the end of the last day. Please have your child dress comfortably each day, with lightweight shoes, and bring a snack and water bottle to each class.

S#	Time	Date
01	8:30 - 11:30 am	Jul 31 - Aug 3

Jewelry Making & Rainbow Looming

322547

(Entering Grades 3 - 5)

Instructor: Michelle Theodore

Become a jewelry maker by creating finished products that look as if you bought them at the store. Create key chains, rings, bracelets, necklaces, and ankle bracelets using crystals, Rhine stones, clay beads, etc. Paint and decorate your very own jewelry box

S#	Time	Date
01	12 - 3 pm	Jul 24 - 27

Do You Believe in Magic

322546

(Entering Grades 3 - 5)

Instructor: Tim Baldwin

Do you know how to tie a knot in your mouth>? Can you make coins disappear? Astound your friends and family with some AMAZING tricks! Children will practice many supernatural feats of magic including The Vanishing Quarter Trick, The Straw and String Trick, card tricks and Math-Magic. These aspiring magicians will perform their sleight of hand magic tricks for parents and students at our end of session Magic Show!

S#	Time	Date
01	12 - 3 pm	Jul 24 - 27

Fantastic Fliers

322545

(Entering Grades K - 2)

Instructor: Holly Holmes

Learn about the world of butterflies, moths and other small flying creatures. Discover how they change and develop as they grow. Observe them in their habitat and learn how they are the same or different. You will also create one using craft materials.

S#	Time	Date
01	12 - 3 pm	Jul 24 - 27

According to Google Earth

322544

(Entering Grades 3 - 5)

Instructor: Right Brain Curriculum

Put away those old fold-up maps and aging school atlases. Technology has revolutionized how students learn about geography and world cultures. In our The World According to Google Earth program, students use Google Earth and online encyclopedias to find answers to six key questions about a country of their choosing. They then design a PowerPoint presentation to inform the class about their chosen nation. In the final part of the class, each pair of students creates a "shoebox" pavilion that represents their country. This pavilion becomes part of a class-wide "World's Fair" that displays the collective knowledge gained by our aspiring world explorers. Students present their World's Fair to parents in a celebration of countries and cultures.

S#	Time	Date
01	12 - 3 pm	Jul 24 - 27

Maker, Shaker Workshop

322543

(Entering Grades K - 5)

Instructor: Wicked Cool for Kids

Get shakin' with the maker movement. This DIY based workshop lets you complete challenging building kits and repurpose items using the engineering and design process to dream up something new, useful, fabulous, or just plain fun. Create a motorized squiggly pen and a toothbrush robot. Be an expert maker and design something amazing that you create using Wicked Cool supplies

S#	Time	Date
01	8:30 - 11:30 am	Jul 24 - 27

COST OF PROGRAMS

**CLASSES COST \$165 EACH
PER AM OR PM SESSION**

Sculpting Fun

322542

(Entering Grades K - 5)

Instructor: Allison Nutting

Pinch? Pull? Twist? How will you change the clay with your hands while creating your sculpture? Explore how to create a sculpture that is strong and will last! Add texture to your clay with a carving stick. When combined with your imagination, the potential of your clay is endless.

S#	Grade	Time	Date
01	3 - 5	8:30 - 11:30 am	Jul 24-27
02	K - 2	12 - 3 pm	Jul 24-27

Karate

322541

(Entering Grades K - 5)

Instructor: Steve Nugent Karate

An outstanding martial arts program concentrating on focus, concentration, discipline and respect. Students are introduced to martial arts in a traditional yet fun way. Lots of jumping, spinning, punching and kicking but always in a controlled manner. Student will learn practical self-defense as well as an exciting introduction to weapons and swordsmanship. Students receive a free uniform at no additional cost. Don't miss this class!

S#	Time	Date
01	8:30 - 11:30 am	Jul 24 - 27

You're the Mayor

322540

(Entering Grades 3 - 5)

Instructor: Right Brain Curriculum

Congratulations, you've just been elected mayor of your city...Now it's time to get to work! In this civics, writing and research program, students serve as mayor of a fictional city that they create. They must win re-election by pleasing their constituents, managing the city budget, writing a fair and just city constitution, responding to citizen concerns, delivering speeches and writing op-eds. In their re-election campaign, they create campaign platforms, bumper stickers and buttons that tout their own accomplishments as mayor and take positions on a set of city issues.

S#	Time	Date
01	8:30 - 11:30 am	Jul 24 - 27

Writing & Art is Fun

322540

(Entering Grades 3 - 5)

Instructor: Michelle Theodore

It starts with a thought, and then your imagination takes off. Campers will discover how to write/create a comic strip, brochure, menu, and more! With each project we will intergrade spelling rules and generalizations, punctuation, and proofreading. Materials include: fun exciting writing/drawing tools and amazing arts and crafts.

S#	Time	Date
01	12 - 3 pm	Jul 17- 20

Code - Course 2

322538

(Entering Grades 4 - 5)

Instructor: Barbara Crane

This course is designed for students who have had experience with Code.org, working with computational concepts. Students will delve deeper into programming topics introduced in previous experiences to create flexible solutions to more complex problems. Students will learn how to tackle puzzles with increased complexity as they learn how to combine several concepts when solving each challenge. By the time this Course is completed, students will be creating programs that let them showcase multiple skills, including for loops and functions with parameters. By the end of this course, students create interactive stories and games they can share with anyone.

S#	Time	Date
01	12 - 3 pm	Jul 17 - 20
02	12 - 3 pm	Jul 24 - 27
03	8:30 - 11:30 am	Jul 31 - Aug 3

Woodworking

322537

(Entering Grades 3 - 5)

Instructor: Tim Baldwin

Assemble fun projects out of wood. Take pride in making something useful. You will amaze your friends and family when you bring your creations home. Using hammers, nails, sandpaper and paint, children will build an assortment of crafts including birdhouse, picture frame, sailboat, coasters and a key holder. All wood is pre-cut to ensure safety.

S#	Grade	Time	Date
01	3 - 5	12 - 3 pm	Jul 17 - 20
02	K - 2	12 - 3 pm	Jul 31 - Aug 3

Backyard Mammals

322536

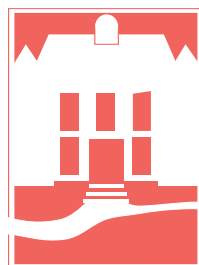
(Entering Grades K - 2)

Instructor: Holly Holmes

What is a mammal? Learn about mammals that can live in your backyard habitat. Go on walks to observe these mini mammals. Where they live, what they eat. What is similar or different about the mammals, their homes and what they eat? Create a mini mammal using craft materials.

S#	Time	Date
01	12 - 3 pm	Jul 17- 20

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Kids Newsroom

322535

(Entering Grades 3 - 5)

Instructor: Right Brain Curriculum

Extra! Extra! Read all about it... In the Kids' Newsroom, our students learn the craft of journalism including investigative writing and research. Our classroom transforms into a working newsroom, complete with editorial staff, reporters, columnists and headline writers. Each student plays multiple roles and works together to create an e-newspaper, as well as a hard copy newspaper, with real stories about their local school and community. These reporters learn techniques for crafting news stories, writing persuasive editorial essays and interviewing newsmakers. Students edit each other's work, take photographs and learn the technology skills necessary to produce online and print newspapers. Have an idea for a news story? Call our Newsroom Hotline today!

S#	Time	Date
01	12 - 3 pm	Jul 17- 20

Building Blocks for Reading

322534

(Entering Grades K - 4)

Instructor: Michelle Theodore

Come explore a variety of fun games like "Phonics Go Fish" and "RollaWord" that focus on reading and spelling. This class will enhance and strengthen word recognition, vocabulary, and fluency. Repetition and practice are the keys for better reading and spelling and this class shows that practice can be fun.

S#	Grade	Time	Date
01	K - 2	8:30 - 11:30 am	Jul 17 - 20
02	3 - 4	8:30 - 11:30 am	Jul 31 - Aug 3

Wacky Lab Week

322533

(Entering Grades K - 5)

Instructor: Wicked Cool for Kids

Spend a wild wacky week at the Wicked Cool Lab. Grow enormous polymer cubes and create your own super stretchy formulas from chemical concoctions. Analyze mysterious liquids with kitchen chemistry and make all kinds of slime! Cultivate colorful crystals and go out with a bang as you experiment with chemical reactions

S#	Time	Date
01	8:30 - 11:30 am	Jul 17- 20

COST OF PROGRAMS

**CLASSES COST \$165 EACH
PER AM OR PM SESSION**

Story Explorers

322500

(Entering Grades K - 1)

Instructor: Sarah Jang

Join us as we dive into the beautiful world of children's literature! Each week, we will take a closer look at some amazing authors and illustrators through interactive read aloud, creative projects, dramatic play and all around fun. Children will engage in hands-on, age appropriate projects that will help deepen their understanding of character, setting and theme. Together we will make these books come alive through art! Each day will also include opportunities for individual choice activities and outdoor play.

S#	Time	Date
01	8:30 - 11:30 am	Jul 10 - 13
02	8:30 - 11:30 am	Jul 17 - 20
03	8:30 - 11:30 am	Jul 24 - 27
04	8:30 - 11:30 am	Jul 31 - Aug 3

Future House

322501

(Entering Grades 3 - 5)

Instructor: Right Brain Curriculum

What will life on Earth be like a century from now? In our Future House class, students imagine and design their home in the year 2117. First, they study what daily life was like one hundred years ago and then they consider how life might change one hundred years in the future. They study the writings of futurists, learn about new "smart homes" and consider what phones, stoves, sofas, televisions and cars might look like in one hundred years. Students use math, writing and presentation skills as they draw up an extensive blueprint of their future house, write a "Day in the Life" story about 2117 and work with geometric calculations as they design their blueprint. Timetravel may not really be possible but our Future House students will find themselves in a different time and place!

S#	Time	Date
01	8:30 - 11:30 am	Jul 10 - 13
03	8:30 - 11:30 am	Jul 24 - 27
04	8:30 - 11:30 am	Jul 31 - Aug 3

Wicked Cool Vet School

322502

(Entering Grades K - 5)

Instructor: Wicked Cool for Kids

Do you dream of becoming a veterinarian? Grab your lab coat, animal lovers, as we learn about our favorite furry, flying and fishy friends! Make amazing animal models, build big bones, and investigate animal intestines from our favorite vertebrates: birds, mammals, reptiles, amphibians, and fish. End the week with a featured visit with a live animal.

S#	Time	Date
01	8:30 - 11:30 am	Jul 10 - 13

Music in Motion

322503

(See Entering grades below)

Instructor: Thomas Corcoran

Music in Motion is a music class that helps students to develop their musicianship skills through aural and kinesthetic understanding of music. Students will learn songs, singing games, dances, and play instruments. We will learn how to perform, read and write basic melodies, rhythms, and songs and learn to communicate intelligently about music.

S#	Grade	Time	Date
01	K - 2	8:30 - 11:30 am	Jul 10 - 13
02	K - 2	8:30 - 11:30 am	Jul 17 - 20
03	K - 2	8:30 - 11:30 am	Jul 24 - 27
04	K - 2	8:30 - 11:30 am	Jul 31 - Aug 3
05	3 - 5	12 - 3 pm	Jul 10 - 13
06	3 - 5	12 - 3 pm	Jul 17 - 20
07	3 - 5	12 - 3 pm	Jul 24 - 27
08	3 - 5	12 - 3 pm	Jul 31 - Aug 3

Bubble Bonanza

322504

(Entering Grades 3 - 5)

Instructor: Alison Giorlando

This course follows an engineering unit called Bubble Bonanza: Engineering Bubble Wands. It is part of the Engineering Adventures Curriculum developed by the Museum of Science in Boston. Children will be introduced to the Engineering Design process and will work to solve an engineering design challenge. We will design different types of bubble wands to help a fictional amusement park develop a Bubble Bonanza show to entertain park visitors.

S#	Time	Date
01	8:30 - 11:30 am	Jul 10 - 13
03	8:30 - 11:30 am	Jul 24 - 27

Jr. Code Academy: Foundations

322505

(Entering Grades 1 - 5)

Instructor: Jr. Code Academy

Every young learner needs a foundation in coding and the skills to discover the creative programming world! This Foundations class uses the Scratch platform to introduce your child to the basics of computer coding and improve their critical thinking skills. Your child will be challenged to learn introductory coding concepts, including algorithms and analytical problem solving, while completing games and projects that are fun and creative.

S#	Times	Date
01	8:30 - 11:30 am	Jul 10 - 13
02	8:30 - 11:30 am	Jul 24 - 27
03	12 - 3 pm	Jul 10 - 13
04	12 - 3 pm	Jul 24 - 27

Literacy Reading

322506

(Entering Grades 2 - 3)

Instructor: Renee Silva

Practice building vocabulary, expanding phonetic skills, improving comprehension and developing fluency. Students will read a variety of genres and use thinking maps to organize ideas for creative writing experiences.

S#	Time	Date
01	8:30 - 11:30 am	Jul 10 - 13
02	8:30 - 11:30 am	Jul 17 - 20
03	8:30 - 11:30 am	Jul 24 - 27
04	8:30 - 11:30 am	Jul 31 - Aug 3

Math Strategies & Games

322507

(Entering Grades 3 - 5)

Instructor: Kristine Perodeau

Practice your problem solving skills, enhance your mathematical abilities while playing games, and have fun while learning more about math! Practice important math skills and learn efficient new strategies for solving problems. Use manipulatives, games, and group activities to learn more about mathematical concepts such as addition, subtraction, and simple geometry.

S#	Time	Date
01	8:30 - 11:30 am	Jul 10 - 13
02	8:30 - 11:30 am	Jul 17 - 20
03	8:30 - 11:30 am	Jul 24 - 27
04	8:30 - 11:30 am	Jul 31 - Aug 3

Reading & Writing Club

322508

(Entering Grades 4 - 5)

Instructor: Felicia Moran

Love reading and discovering new characters? Ever want to share the books you love with others? Do you day dream about creating your own characters and fiction stories? Do ideas for writing pop in your brain throughout the school day? If any of this is true, this session is for you!! In Reading, you'll read books from fantastic authors, use tried & true strategies for understanding what you're reading, learn fluency techniques to read with enthusiasm, & use technology to make your own podcast sharing your thinking about books you love with others! In Writing, you'll develop our own realistic fiction stories, getting into your own writing groove just like your favorite authors do! We'll brainstorm, plan, write, revise, & critique using skills that will make you a better writer!

S#	Times	Date
01	8:30 - 11:30 am	Jul 10 - 13
02	8:30 - 11:30 am	Jul 17 - 20

Weaving, Knotting & Stitching

322509

(Entering Grades K - 5)

Instructor: Allie Shoff

Kids of all ages can learn the art of crafting. From sewing, knitting and crochet, to friendship bracelets and lanyards. Projects may include keychains, bracelets, scarves, granny squares and plushies. Open to all levels of experience.

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01	8:30 - 11:30 am	Jul 10 - 13
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03	8:30 - 11:30 am	Jul 24 - 27
04	8:30 - 11:30 am	Jul 31 - Aug 3
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07	12 - 3 pm	Jul 24 - 27
08	12 - 3 pm	Jul 31 - Aug 3

Elementary Spanish

322510

(Entering Grades 4 - 5)

Instructor: Andrew Beale

Elementary Spanish is for students starting their foreign language experience. We will look at basic words and grammatical structures, such as: colors, numbers, greetings, feelings, family, friends and names.

S#	Time	Date
01	8:30 - 11:30 am	Jul 10 - 13
02	8:30 - 11:30 am	Jul 17 - 20
03	8:30 - 11:30 am	Jul 24 - 27
04	12 - 3 pm	Jul 10 - 13
05	12 - 3 pm	Jul 17 - 20
06	12 - 3 pm	Jul 24 - 27

Are You Game

322556

(Entering Grades 1 - 2)

Instructor: Tim Baldwin

What can you learn from egg cartons, coins, and playing cards? Develop strategies for computation and problem solving. Practice adding and subtracting numbers strategically while playing games. Expand your number sense and play math games to explore place value and base ten number concepts. Discover principles of geometry solving ancient Chinese puzzles. At the end of each session, students will bring home the materials needed to play many of the games introduced in class.

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01	8:30 - 11:30 am	Jul 10 - 13
02	8:30 - 11:30 am	Jul 17 - 20
03	8:30 - 11:30 am	Jul 24 - 27
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LegoMania 2.0

322511

(Entering Grades K - 5)

Instructor: Jack McCarthy

Students will work with Lego manipulatives to help continued math skills learning throughout the summer. We will use the following skills for our younger mathematicians. Composing and decomposing numbers is a key component of building the number sense needed for arithmetic operations. Landmark numbers, arrays, fractions, and all of the basic math operations including multiplication, division, addition and subtraction. The second half of our classes will contain our Legomania portion. In Legomania, if you can dream it, you can build it with Legos! Students will learn about all aspects of LEGO building. Students will work cooperatively to build and present creations. They will also have FUN together through LEGO games and activities. Building and creating with Legos is a ton of fun... But can you imagine a whole room filled with Legos and friends? It's more than fun: Everything is awesome! Join us in creating projects that can only be done with teamwork and imagination. We will showcase all of our creations online and have pictures of our creations to keep for forever!

S#	Time	Date
01	8:30 - 11:30 am	Jul 10 - 13
02	8:30 - 11:30 am	Jul 17 - 20
03	8:30 - 11:30 am	Jul 24 - 27
04	8:30 - 11:30 am	Jul 31 - Aug 3

Unconventional Painting Techniques

322513

(Entering Grades 3 - 5)

Instructor: Allison Nutting

In this class, we ask a lot of "what if I?" questions while exploring many different types of art tools and materials. What if I painted by blowing through a straw? What if I paint on top of crayon, sharpie or tape? What if I sprinkle salt or saran wrap on my wet painting?

S#	Time	Date
01	8:30 - 11:30 am	Jul 10 - 13
02	12 - 3 pm	Jul 10 - 13

Intro to Kindergarten

322512

(Entering Grade K)

Instructor: Katherine Catalano

Entering Kindergarten students will learn the basic routines and expectations of a typical kindergarten classroom. Daily activities will include morning meeting, read aloud, language arts activities, math games, snack, center time activities and outdoor play focused on developing gross and fine motor skills.

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01	8:30 - 11:30 am	Jul 10 - 13
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03	8:30 - 11:30 am	Jul 24 - 27
04	8:30 - 11:30 am	Jul 31 - Aug 3

Playwriting

322514

(Entering Grades 2 - 5)

Instructor: Sarah Cohen

In this workshop, students will collaborate to write their own playbased on a familiar fairy tale or fable. During the week, students will be introduced to some of the basics of playwriting such as plot structure and dialogue. They will also learn about various jobs in theater including stage manager, director, set designer, and costumer. At the end of the week, the class will perform their original play for friends and family.

S#	Grade	Time	Date
01	2 - 3	8:30 - 11:30 am	Jul 10 - 13
02	4 - 5	8:30 - 11:30 am	Jul 17 - 20
03	2 - 3	8:30 - 11:30 am	Jul 24 - 27
04	4 - 5	12 - 3 pm	Jul 10 - 13
05	2 - 3	12 - 3 pm	Jul 17 - 20
06	4 - 5	12 - 3 pm	Jul 24 - 27

Exploring Science

322515

(Entering Grades 1 - 4)

Instructor: Kate Noftsker

Students will be exploring the scientific methods with the use of hands-on experiments and an based approach. The course will have a different focus each week with a variety of experiences and high interest topics. SPACE (week 1), ANIMALS (Week 2), GEOGRAPHY/GEOLOGY (Week 3) and WATER (Week 4).

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07	12 - 3 pm	Jul 24 - 27
08	12 - 3 pm	Jul 31 - Aug 3

Readers Theater

322516

(Entering Grades 1 - 5)

Instructor: Michelle Theodore

Do you want to learn to read with greater expression and fluency? Bring well known stories and folk tales to life by reading story dialogue expressively with appropriate intonation. Strengthen your oral reading fluency and comprehension by rehearsing scripts for short dramatic performance. Create puppet characters, design a scene, and perform with expression, accuracy, and fluency. Repeated reading of plays will improve word recognition skills, enhance vocabulary knowledge, and build reading confidence.

S#	Time	Date
01	8:30 - 11:30 am	Jul 10 - 13
02	8:30 - 11:30 am	Jul 24 - 27

Code - Course 1

322517

(Entering Grades 3 - 4)

Instructor: Barbara Crane

Students create computer programs with loops and events, and write algorithms for everyday tasks. Through this they learn to collaborate with others meaningfully, investigate different problem solving techniques, persist in the face of difficult tasks, and learn about Internet safety. They will translate their names into binary, investigate different problem-solving techniques, and discuss societal impacts of computing. By the end of the curriculum, students create interactive games or stories they can share. The complexity and depth of topics discussed are scaffolded appropriately throughout the course to provide all students a rich and novel experience.

S#	Time	Date
01	8:30 - 11:30 am	Jul 10 - 13
02	8:30 - 11:30 am	Jul 17 - 20
03	8:30 - 11:30 am	Jul 24 - 27
04	12 - 3 pm	Jul 10 - 13

Globetrotters

322518

(Entering Grades K - 1)

Instructor: Sarah Jang

Let's get out and explore this great big, beautiful world of ours! Each afternoon with the help of books, google earth and our imaginations, we will jump on a plane and travel to a different continent each week. While we are there, we will visit important landmarks, listen to music, hear stories, make art and more. What is it like to be a child in Japan, Australia, Brazil, Israel or Morocco? Come along on the adventure and we will find out together! Each day will also include opportunities for individual choice activities and outdoor play.

S#	Time	Date
01	12 - 3 pm	Jul 10 - 13
02	12 - 3 pm	Jul 17 - 20
03	12 - 3 pm	Jul 24 - 27
04	12 - 3 pm	Jul 31 - Aug 3

Strategy Board Game Club

322519

(Entering Grades K - 5)

Instructor: Katie Joy

A Strategy Board Game Club will allow students to bond with their peers while playing strategic board games. These games promote learning, unlock thinking skills, and stimulate brain development in children. The games we will be playing promote critical thinking skills and strategy. Kids will learn to play games like Checkers, Chess, Sorry, Connect Four and Battleship, along with some cooperative games that promote team building and communication.

S#	Time	Date
01	12 - 3 pm	Jul 10 - 13
02	12 - 3 pm	Jul 31 - Aug 3

Jr. Code - Gaming

322520

(Entering Grades 2 - 5)

Instructor: Jr. Code Academy

This class builds on topics that were covered in the Foundations level and is perfect for students who want to explore the options of creating their own games. Your child will apply their coding skills and expand their skills to develop games that will test their understanding and reinforce their critical thinking skills.

S#	Time	Date
01	8:30 - 11:30 am	Jul 17 - 20
02	8:30 - 11:30 am	Jul 31 - Aug 3
03	12 - 3 pm	Jul 17 - 20
04	12 - 3 pm	Jul 31 - Aug 3

All About Horses

322521

(Entering Grades 2 - 5)

Instructor: Anne Wilson

Enjoy fun, horse-themed activities, games, arts and crafts and more! Explore the many ways horses are used for recreation, sport and work. Learn about breeds, colors, and how horses "speak" to us. Learn basic safety when working around horses. Play with a big toy barn with everything you would find in a real horse barn. Activities for all ages. Anne is a Riding Instructor, Certified Therapeutic Riding Instructor a life long horse lover and owner.

S#	Time	Date
01	12 - 3 pm	Jul 10 - 13
02	12 - 3 pm	Jul 17 - 20
03	12 - 3 pm	Jul 24 - 27
04	12 - 3 pm	Jul 31 - Aug 3

Sports, Fitness & Nutrition

322522

(Entering Grades 1 - 5)

Instructor: Matthew McDonald

In this active class, we will be taking a fun fitness journey together. We will be playing a variety of games and sports each day, which will work on hand-eye and foot coordination. Each day, we will work on specific skills, such as throwing and catching, then apply them in group games. Another important part of this class is teamwork and sportsmanship, both essential skills to group play. Nutrition and explaining the proper nutrition the body needs will also be covered.

S#	Time	Date
01	12 - 3 pm	Jul 10 - 13
02	12 - 3 pm	Jul 17 - 20
03	12 - 3 pm	Jul 24 - 27
04	12 - 3 pm	Jul 31 - Aug 3

COST OF PROGRAMS

**CLASSES COST \$165 EACH
PER AM OR PM SESSION**

The Show Must Go On

322523

(Entering Grades 4 - 5)

Instructor: Alyssa Connor

Let's put on a show for friends and family! What kind of show? It's up to you.... a talent show, a short movie festival, a science demonstration, an art gallery, a concert, a puppet show - the limit is your imagination! We might write a play or stage scenes from our favorite movie, write a song or perform one you already love, make a Minecraft how-to video or research the origins of Pokemon. The session will end with a performance during the week. It will be a week of reading, writing, research, building and performance, all fueled by some of our greatest learning tools; play and curiosity.

S#	Time	Date
01	12 - 3 pm	Jul 10 - 13
02	12 - 3 pm	Jul 17 - 20

Expert Architects

322524

(Entering Grades 3 - 5)

Instructor: Right Brain Curriculum

The sky is the limit in Expert Architects! In this math, writing and presentation class, our students find out on the first day of class that they are the heads of the city's newest architectural firm. They are commissioned with building the tallest building in a nearby city and must plan their design. Students learn a kid-friendly history of skyscrapers and create a blueprint of their own stylized tall building. They then must weigh other considerations including environmental effects, traffic and surrounding buildings using Google Earth to find the perfect location for their project. Once their blueprint is finished, our expert architects create a three-dimensional model of the structure and deliver a presentation to their "clients" highlighting all aspects of their creation.

S#	Time	Date
01	12 - 3 pm	Jul 10 - 13

Comic Club

322525

(Entering Grades 3 - 5)

Instructor: Felicia Moran

Are action stories your favorite? Do you love Big Nate, Baby Mouse, or Wimpy Kid? Do you draw and doodle all day? Then this session is for you! In Comic Club, you will meet with fellow kid writers and create your own characters, plot out story actions and draw these ideas into comic strips! Students will learn about captions, drawing techniques, and the ins and outs of creating a narrative comic story, just like authors Jeff Kinney & Jennifer Holm do!

S#	Time	Date
01	12 - 3 pm	Jul 10 - 13
02	12 - 3 pm	Jul 24 - 27

iMovie Magic

322526

(Entering Grades 3 - 5)

Instructor: Felicia Moran

Are you a storyteller? Do you enjoy watching movies or reading? Have you ever been bitten by the acting bug? If so, this session is for you!! During iMovie Magic, you'll learn what it takes to plan, create, film, and make your own mini iMovie! You'll start with storyboarding, reading familiar stories, and get to create scripts or use some reader's theater ones that exist already. You'll then learn the basics of iMovie so that you can work in teams to film your movies, ending our week together with a short film festival in class!

S#	Time	Date
01	12 - 3 pm	Jul 17 - 20
02	12 - 3 pm	Jul 31 - Aug 3

What's Bugging You: The World of Insects

322527

(Entering Grades K - 2)

Instructor: Holly Holmes

What makes an insect unique? Be a scientist and observe insects in their habitat. How are they the same or different? Learn how important insects are. Create your own big bug with craft materials.

S#	Time	Date
01	12 - 3 pm	Jul 10 - 13

The World of Crafts

322528

(Entering Grades K - 2)

Instructor: Michelle Theodore

Do you love creating crafts and learning about different countries? Travel along and make a craft representing each country. We will make extravagant masks from China, popular drums from Africa, original boomerangs from Australia, traditional soccer balls from Argentina, and wind chimes from Greece. Art materials include: clay, paper mache, paint, fabric, shells, wood, and a creative mind.

S#	Time	Date
01	12 - 3 pm	Jul 10 - 13

3D Collages

322532

(Entering Grades 3 - 5)

Instructor: Allison Nutting

Each student will be given a small wooden box to collage. Learn how layers of paper can enhance your collage. Use contrasting colors to make your collage stand out!

S#	Time	Date
01	8:30 - 11:30 am	Jul 17 - 20
02	12 - 3 pm	Jul 17 - 20

Go Green:

Engineering Recycled Racers

322529

(Entering Grades 3 - 5)

Instructor: Alison Giorlando

This course follows an engineering unit called Go Green: Engineering Recycled Racers. It is part of the Engineering Adventures Curriculum developed by the Museum of Science in Boston. We will use the Engineering Design process to create toy race cars made out of recycled materials. We will connect to a real world context by learning about the recycling culture in Senegal and the toys children make there.

S#	Time	Date
01	8:30 - 11:30 am	Jul 17 - 20
02	8:30 - 11:30 am	Jul 31 - Aug 3

Puppet Drama

322530

(Entering Grades K - 5)

Instructor: Tim Baldwin

Dramatizing stories with puppets is a FUN way to develop language and build beginning literacy skills. As students rehearse their lines, they strengthen their oral reading fluency and expression. Using hand-puppets and a large puppet theater, groups of children will act out well known folktales such as The Three Billy Goats Gruff and the Three Little Pigs. Our session will culminate with a performance for parents and students.

S#	Time	Date
01	8:30 - 11:30 am	Jul 10 - 13

Writing Wizards

322531

(Entering Grades 3 - 5)

Instructor: Right Brain Curriculum

In Writing Wizards, we foster a love of writing by guiding students to write and publish their own real book! Using novels like Harry Potter and The Chronicles of Narnia as inspiration, each class designs a fantasy world that includes major and minor characters, fantastic settings, an extended backstory and a world of wonder. The authors use artwork and brainstorming to design plot twists and dynamic characters. Teachers guide the students, providing contextual mini lessons on writing techniques that include the use of appropriate dialogue, detailed descriptions, sensory-rich word choice, and character, plot and theme development. At the end of the course, students publish their first real novel—signed by our Writing Wizards!

S#	Time	Date
01	8:30 - 11:30 am	Jul 17 - 20